

CHAPTER I

INTRODUCTION

This chapter presents the background of the study, the problem of the study, the objective of the research, significance of the study, scope and limitation of the study, and definition of key term.

A. Background of The Study

One of Indonesia's three national goals, the intellectual life of the country, is embodied in education as a way for the state to educate the population. Every citizen of Indonesia has the right to a decent education in order to raise their standard of living and level of knowledge. The ability to develop excellent human resources and affect change in oneself and others depends on having a strong education. Education is a necessity that must be satisfied in life, as stated by Rista and Ariyanto (2018). A platform for activities that might be thought of as a printer of top-notch human resources is education. Through education, both formal and non-formal. Students will experience a process of change in themselves both in knowledge and behavior.

One of the subjects taught in Indonesia is English education. From elementary to college level students study English as a foreign language. Since that English is a global language, or a universal language, used by many nations throughout the world, learning this is crucial. English is an universal language since it is the first language in the majority of the world's nations, according to Maduwu (2016). English is also one of the important foreign languages that must be acquired or mastered

Teachers are educators and the key component in the teaching and learning process, so it is important that they have a good knowledge of learning methods in the field of education. The teaching strategy is a technique used by the teacher to deliver the lesson material to the students in a way that suits their needs and personalities, so that they can completely understand the concept. Not a few teachers, on the other hand, are less creative when it comes to employing boring, monotonous teaching strategies. According to Musfiqon (2016), "A research conducted in 2016 by the East Java Provincial Education Council revealed that eight out of ten children dislike going to school. The nuances of the school environment and the atmosphere of the monotonous learning style are two variables that contribute to children's hate of school. The learning model is a requirement that the instructor needs to master. Students will be more interested and have a better understanding of the topic with an appealing learning strategy.

In keeping with a culture that increasingly values technology, one aspect of which has an impact on the educational system. Because students today find the traditional teaching and learning model less interesting, educators must be digital aware in to improve the teaching and learning process. Use of websites and online apps, which are a must as a response to the challenges of changing learning methods, is one of the technology-based learning approaches.

The Quizzizz is one example of a technological tool that can help in teaching and learning in the modern era. All students can practice together using their computers, smartphones, and iPads using Quizzizz, an online assessment tool, in a fun multiplayer classroom game (Ju, 2018). Quizzizz can be considered an interactive learning tool because it can be used for a variety of teaching and learning tasks, including practice questions, remedial work, enrichment, and more. For teachers, the Quizzizz application helps simplify the teaching and learning process. Definitely, technology

has an important role to play in today's world, particularly in the teaching and learning processes. The use of learning applications to assist teachers in many ways, as well as the use of technology as an engaging learning medium for students. so that students are not bored when they realize that the teaching and learning process is engaging. The steps to play Quizzizz are the teacher accesses through the application or website, after that Click 'Log in', after the teacher has access to his account, the teacher can create a question, click 'play' and select the player option, the teacher gives a PIN to the student, the student opens the web and enter the PIN given by the teacher, after that enter the 'Nickname', when the names of all students are entered, the teacher clicks 'start' to start the game, students work individually and then at the end of the game the highest score will appear from the student.

Grammar is one of the elements that is learned when studying English. The principles of grammar control the proper use of words to form complete sentences. Grammar is the most important aspect to learn and explore, because using the correct grammar will form and build correct sentences. Even though the topic being studied is extremely challenging, the level of effectiveness is very high while learning grammar utilizing the play method through technology since students can be excited to learn through it (Zarzycka and Piskorz, 2016). Tense is one of the components of English grammar. Tenses are used to examine distinctions or changes in sentence structure relating to the timing of the events described in the sentence in discussions of grammar. The language used to describe what is happening right now will be distinct from how it is expressed in the past and how it is expressed in the future. In order to recognize sentences in a conversation, it is crucial to understand grammar tenses. Because each tense has a pattern and use that is distinct from or nearly identical to one another, learning about tenses is still thought to be challenging. Therefore, extra attention is required to be able to understand and apply tenses in various situations.

Most students have difficulty understanding English grammar, especially tenses. Likewise the students at the MTS Al-Muniroh school. They have difficulty in understanding and lack of motivation.

As a result, based on the description above, the researcher decides to conduct a study entitled **“The Use of Quizzizz in Improving Student’s Grammar Ability of MTS Al-Muniroh Ujung Pangkah, Gresik”**.

B. The Problem of The Study

Based on the problem mentioned above, the statement of the problem of this study is how can the quizzizz improve the grammar ability of the second grade students of MTS Al-Muniroh Gresik.

C. The Objective of The Study

Based on the research problem above, the objective of the research is to improve the grammar ability of the second grade students of MTS Al-Muniroh Gresik, using the quizzizz.

D. The Significances of The Study

1. For the teacher

The esearcher hopes this research can be useful, and help teachers to make students more interested in grammar.

2. For the institution

The researcher hopes that this research will be useful for institution, which in turn hopes that this research will be used as reference material and can be development in education.

3. For the student

The researcher hopes that the students will be more interested in learning grammar especially in tenses.

E. Scope and Limitation of The Study

The scope of this study is to investigate the use of Quizzizz in improving student's grammar ability. The analysis focused on the score of the effect of using quizzizz in teaching grammar. This study focused on present continuous tense and researcher will conduct this research on Junior High School. The researcher choose MTS AL-Muniroh, UjungPangkah, Gresik.

F. Definition of Key Terms

1. Grammar

Grammar is the rules about word structure to make a perfect sentence. Grammar is the most important aspect to learn and explore, because using the correct grammar will form and build correct sentences.

2. Quizzizz

Quizizz is an online assessment tool as a fun multiplayer classroom activity that allows all students to practice together with their computer, Smartphone and I-Pad. The main purpose of this research is evaluating the effectively interesting of students for English class by implement of Quizizz (Ju, 2018).

3. Present Continuous Tense

Present Continuous Tense is a form of tense that can be used to explain something or declare an action that is taking place for a certain time at the present time.